

# Computational Modelling of the Rotamak

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# Fields Used in the Model

For  $z^2 < z_{\downarrow s \uparrow}^2$  :

$$\mathbf{B} = (B\omega \cos(\omega t) - 1/2 \ x \pi B m / z s \sin(\pi z / z s)) \mathbf{i}$$

$$+ (B\omega \sin(\omega t) - 1/2 \ y \pi B m / z s \sin(\pi z / z s)) \mathbf{j}$$

$$+ (B m (1 - \cos(\pi z / z s)) + B_0) \mathbf{k}$$

$$\mathbf{E} = \omega B \omega (x \cos(\omega t) + y \sin(\omega t)) \mathbf{k}$$

For  $z^2 \geq z_{\downarrow s \uparrow}^2$  (escaped):

$$\mathbf{B} = (2 B m + B_0) \mathbf{k}$$

$$\mathbf{E} = \mathbf{0}$$

# Simulation Parameters

$$B_{\omega} = 10 \text{ Gauss}$$

$$B_0 = 200 \text{ Gauss}$$

$$R_m = 10 \text{ (} B_m = 900 \text{ Gauss)}$$

$$\omega = 5 \times 10^7 \text{ rad/s}$$

$$n = 1 \times 10^{19} \text{ m}^{-3}$$

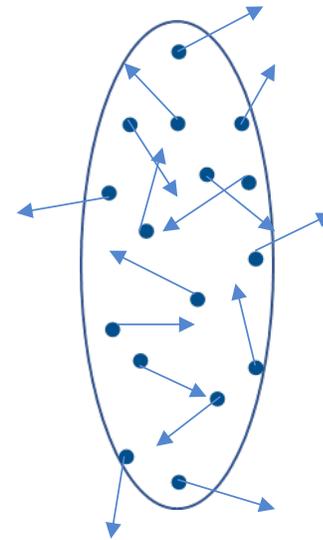
$$\ln \Lambda = 10$$

$$r_s = 5 \text{ cm}$$

$$z_s = 45 \text{ cm}$$

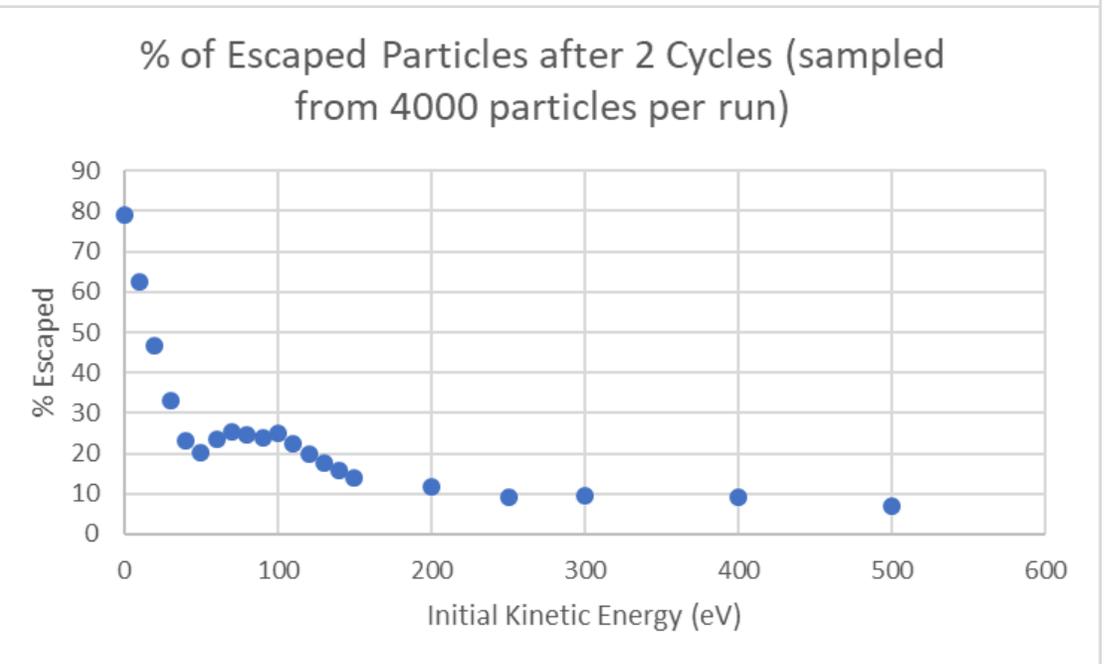
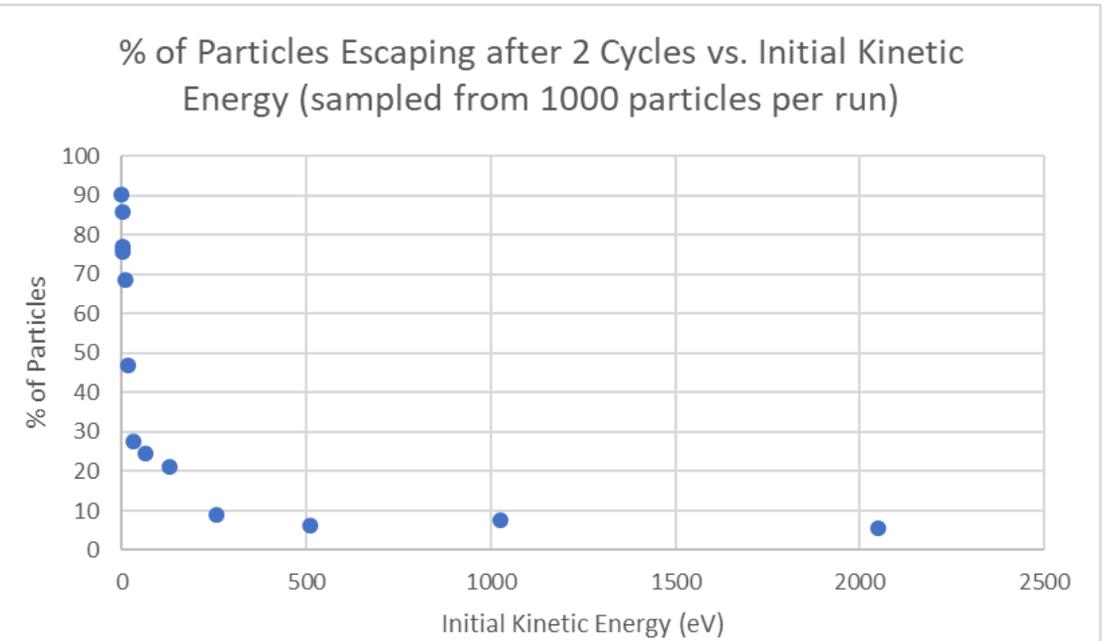
$$\nu = n \pi e^4 \ln \Lambda / m^2 v^3 \text{ (electron-ion collisions only)}$$

Electrons initialize with random positions on the  $z=0$  disk (with radius  $r_s$ ), and are given spherically distributed random velocities, all with identical energies.



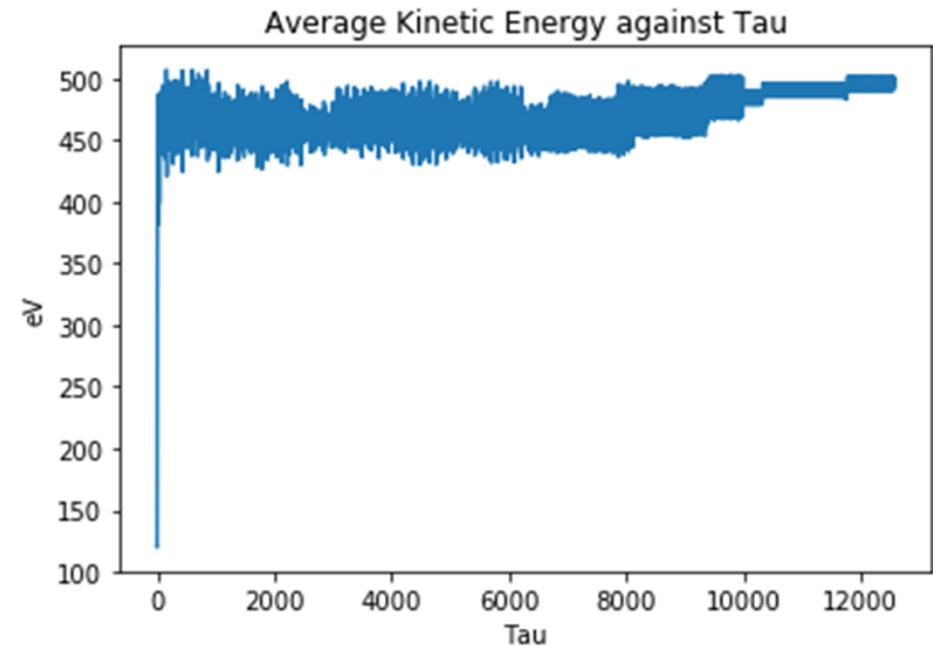
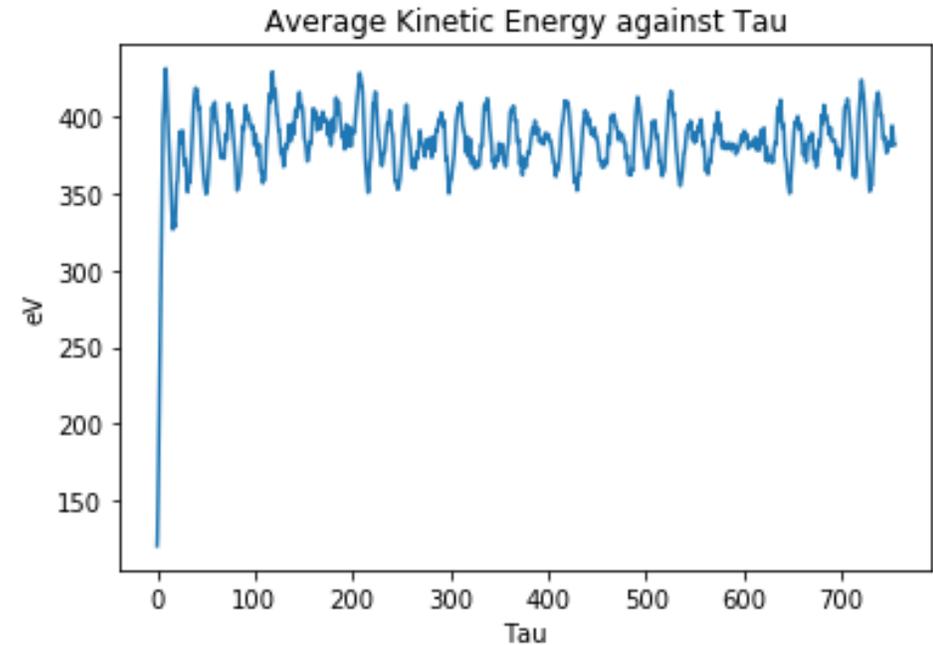
# Escaping Electrons

- Electrons starting with higher energies are far more likely to be trapped.
- Most low energy electrons escape only after two cycles of the Rotamak (~250 ns).



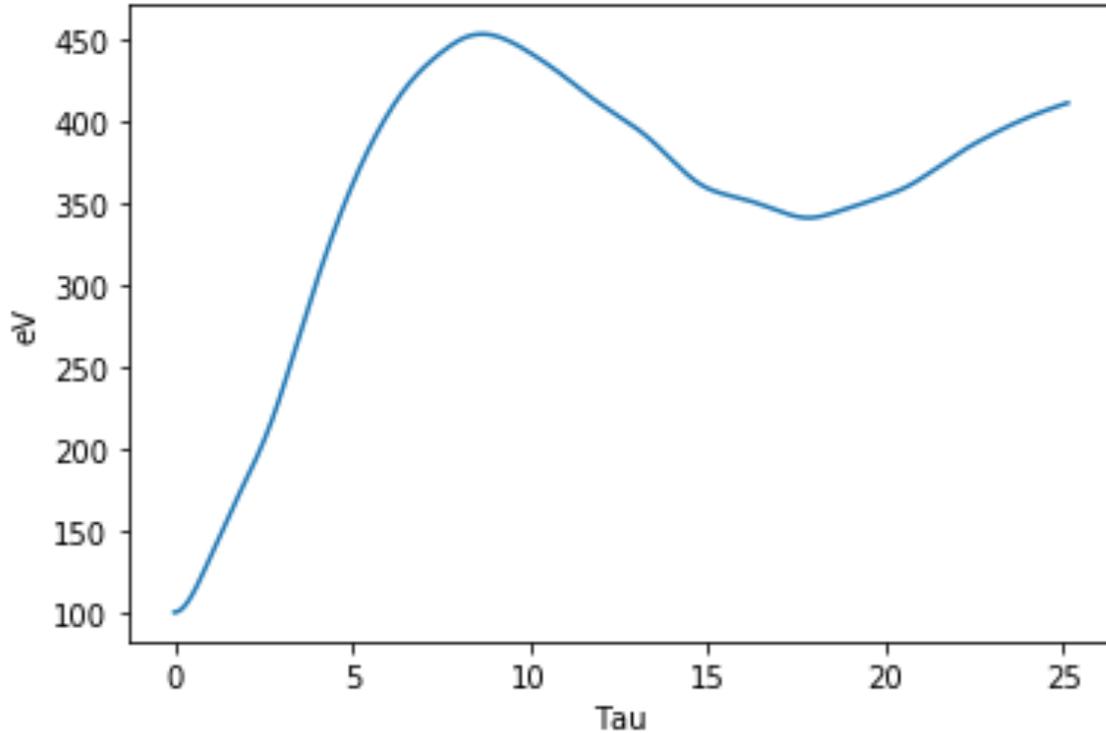
# Electron Heating

- Electrons initially under  $\sim 500\text{eV}$  heat rapidly within two cycles, and then level off.
- Further very gradual heating is due to scattering, taking around a quarter of a millisecond until most of the particles have escaped.

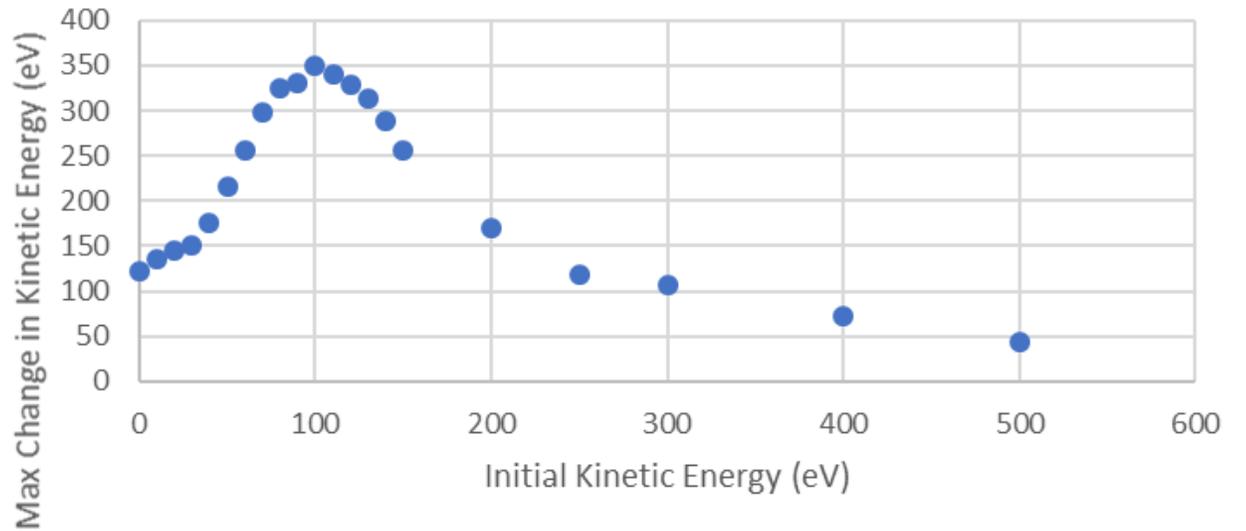


# Heating Within the First Two Cycles

Average Kinetic Energy against Tau



Max Change in Average Energy in 2 Cycles vs. Initial Energy (sampled from 4000 particles per run)



# Future Work

- Find out how the heating rates change with the simulation parameters, especially with the value of  $B_\omega$ .
- Initialize the particles outside of the bottle like in the machine.
- Find rate of energy dissipation via escaping particles.